BATTLE ASSAULT 3

FEATURING MOBILE SUIT GUNDAM SEED™

TEEN
T
CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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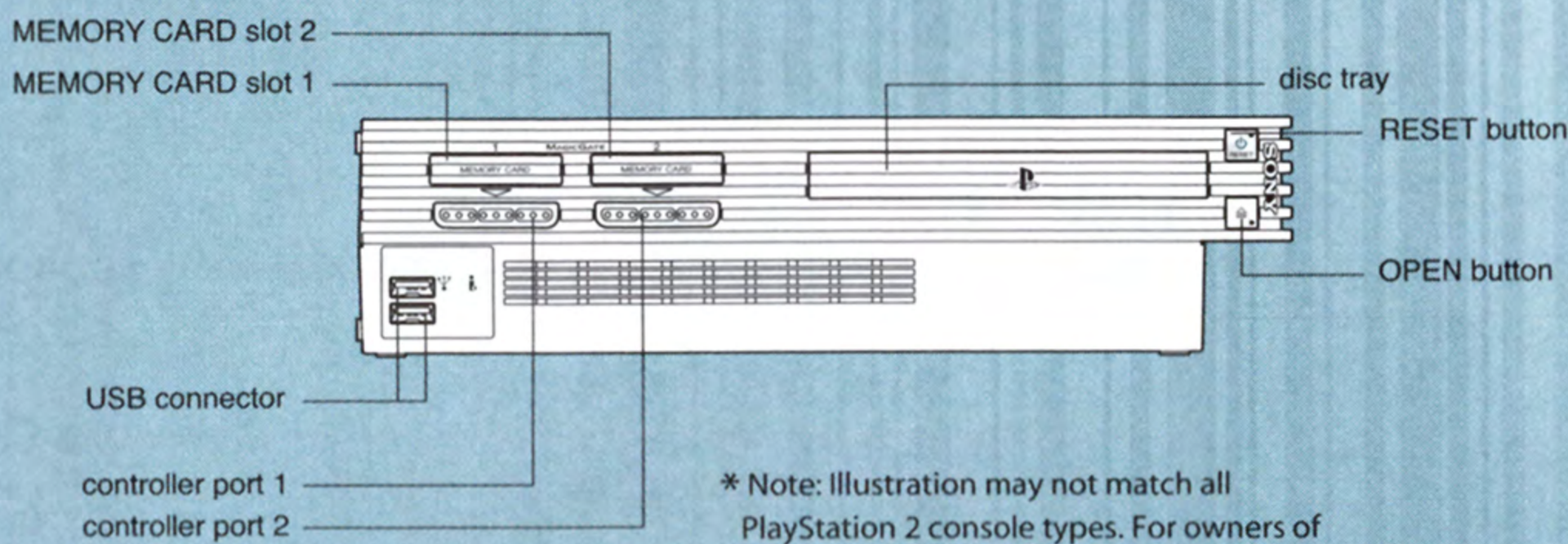
Getting Started



* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Battle Assault®3 Featuring Gundam Seed™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Introduction

In the year Cosmic Era 70, war has broken out between the Earth Alliance and its offworld PLANT (Productive Location Alley on Nexus Technology) colonies.

This is not a war that will be decided by armies or armadas. Instead, the battle is in the hands of small groups of warriors, piloting powerful suits of mechanized armor: Gundams. On one side of the conflict, Kira Yamato defends Earth in his Strike Gundam; on the other, Athrun Zala, who was once Kira's closest friend, uses the Aegis Gundam to fight for the forces of PLANT.

Battle Assault®3 Featuring Gundam Seed™ takes you into the heart of the war and puts you in control of a suit of Gundam armor. Live the hit anime series "Mobile Suit Gundam SEED" as one of its main characters and defeat all who stand before you!

Game Modes

Mission Mode

In Mission Mode, you'll play the part of Kira Yamato, the pilot of the Strike Gundam and other Gundams, defending Earth against the enemy PLANT Gundams…including the one piloted by his best friend, Athrun Zala.

As you progress through each of Mission Mode's branching paths, you'll encounter new opponents on new battlegrounds, take enemy mobile suits on one and two at a time, and take control of new and improved mobile suits.

Each mission is rated according to its difficulty. Trainee is an easy fight, while only the best pilots can clear a stage that's rated Ace. Make sure you know what you're getting into before you head into the field. The ratings, in order of difficulty, are: Trainee, Rookie, Pilot, Veteran, Ace.

Versus Mode

Prove to your friends that you're the best Gundam pilot in a head-to-head matchup, or practice your skills against the CPU opponent of your choice!

You have your choice of three separate matchups in Versus Mode: human vs. human, human vs. CPU, or CPU vs. CPU, where you can watch a bout between two CPU opponents.

Tag-Team Mode

Take on a friend or the CPU in no-holds-barred tag-team action! Each competitor in Tag-Team mode can pick two Gundams, and can switch between them at the touch of a button. When both your mobile suits' BA and/or AMR are reduced to zero, you lose.

Survival Mode

Fight against an infinite number of enemy Gundams! Between each match you'll regain some BA and/or AMR. How many mechs can you destroy before they take you down? Your victories will be noted in the Records screen.

Time-Trial Mode

Pick your partner and go to work. In a pitched battle against five teams of enemy Gundams, see how fast you can blast your way to victory, then try to beat that record! Your score will be kept in the Records screen.

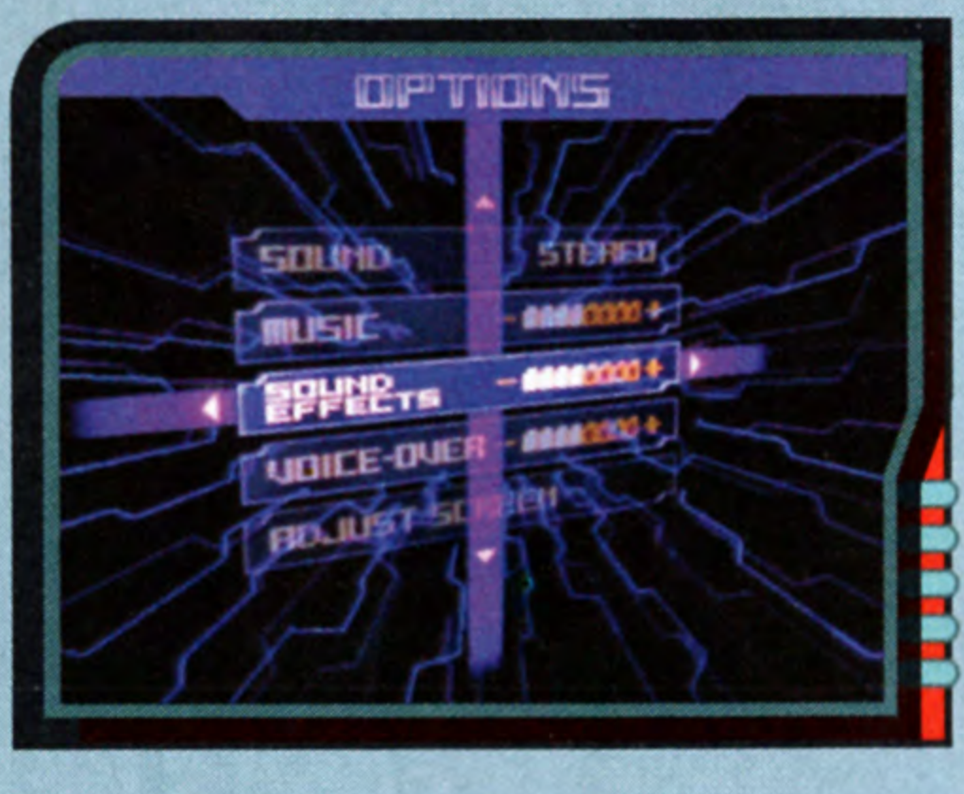
Records

RECORDS
TIME TRIAL
1st 05'00"00 STRIKE GUNDAM AEGIS GUNDAM
2nd 06'00"00 ALE STRIKE GUNDAM DUEL GUNDAM
3rd 07'00"00 SWORD STRIKE GUNDAM
4th 08'00"00 BUSTER GUNDAM
5th 09'00"00 AEGIS GUNDAM BLITZ GUNDAM
6th 10'00"00 FREEDOM GUNDAM JUSTICE GUNDAM
7th 11'00"00 STRIKE DAGGER
8th 12'00"00 CALAMITY GUNDAM FORBIDDEN GUNDAM

RECORDS
SURVIVAL
1st 19 WIN STRIKE GUNDAM
2nd 16 WIN ALE STRIKE GUNDAM
3rd 14 WIN AEGIS GUNDAM
4th 12 WIN DUEL GUNDAM
5th 10 WIN
6th 9 WIN BUSTER GUNDAM
7th 8 WIN BLITZ GUNDAM
8th 7 WIN GINN

The top eight scores for Survival and Time-Trial Modes will be displayed here. Do you think you can beat the record?

Options



Use this screen to modify Gundam Battle Assault 3 to your tastes. Here, you can adjust the sound, background music, sound effects, voice-overs, screen orientation, and controller configuration as you see fit.

Screen Display

1. Player 1
2. Player 1's support character
3. Computer Player 1
4. Computer Player 2
5. Player 1's Base Armor (BA)

Screen shot shown is from Time-Trial Mode.

6. Player 1's Phase Shift Armor, Trans Phase Armor, or Nuclear-Powered Armor (AMR)
7. Player 1's power gauge. This measures the power level for your thrusters and beam weapons.
8. Skill Shields. You can spend these to use your Gundam's Special Abilities and Ultimate Attacks.
9. Version Number. This is the current level of your Gundam's OS.
10. Time limit. If both players are still active when time runs out, whoever has more BA and/or AMR wins.

Controls

Basic Controls

Movement:	Left analog stick
Slide:	Left analog stick (double tap)
Dash:	Left analog stick toward your opponent (double tap) and hold
Guard:	Left analog stick (hold back) or press R1
Jump:	⊗
Hover (Thrusters):	Hold ⊗ in mid-air
Aerial movement:	While hovering, move the left analog stick
Aerial dash:	Left analog stick while in mid-air (double tap) and hold
Aerial charge:	↓, → + ⊗

Attacking

Light attack:	△
Strong attack:	○
Fire:	□
Grab:	△ + ○ button while near an opponent or object.
Throw:	You'll automatically throw your opponent or an object after a successful Grab, or once a seized weapon is out of ammunition.
Switch target:	L1
Switch characters (for Tag Team):	L1
Activate ability:	L2
Real-time Programming:	SELECT button

BA & AMR

The object of a battle is to destroy or disable the enemy mobile suit while avoiding its attempts to do the same to you. Keep an eye on your BA & AMR meters. When a mobile suit's BA and/or AMR runs out, it's taken too much damage to continue and whoever's still standing has won.

Each mobile suit has one of three types of armor:

Type 1: 100% BA

Type 2: 50% BA, 50% AMR

Type 3: 100% AMR

Type 2 and Type 3 mobile suits are not pushed back or stunned by beam attacks. They also take less damage from beam attacks than Type 1 mobile suits.

Type 3 mobile suits are temporarily immobilized when they are thrown. When their BA is fully depleted, Type 2 mobile suits also have this disadvantage.

Controls

Grab & Throw

Sometimes the old tricks work best. Missiles and lasers are great, but there are times where slamming your enemy into the ground or hitting him with something heavy will work just as well.

To throw an enemy, get close to it and press ◉ and △ simultaneously. Your Gundam will grab your opponent and automatically throw him. You can determine what direction he'll go by pressing the left analog stick. If you're thrown, you can sometimes avoid taking damage with a well-timed burst from your thrusters.

Other maps feature smaller objects, such as extra guns or poles. You can grab these to use as weapons, while retaining your ability to dash or use your thrusters. Press △ + ◉ to grab, then △ or ◉ to attack. When smaller objects have been used up, you can throw them as you would throw larger objects.

On some stages, you'll find larger objects such as fuel tanks. You'll need both hands to pick these up, but while carrying them you cannot dash or use your Gundam's thrusters. Press △ + ◉ together to throw these objects. Anyone hit by one of these things is in for a nasty shock!

If you use your Gundam's built-in beam weapons or combination attacks, you'll drop whatever you're carrying.

Skill Shields

A Gundam starts each round of combat with three Skill Shields. You use these up by performing Ultimate Attacks, using Dual Hyper Attack in Time-Trial Mode, or using your mobile suit's special ability. Once these are spent, they're gone until the end of the round so use them wisely.

In Mission Mode, regular enemy Gundams, such as those found in two-on-one endurance matches, don't have any Skill Shields. Only elite pilots such as Athrun Zala have access to them.

Combination Attacks

Experiment with your Gundam's basic attacks and you may find one of its special combinations. These combat techniques are unique to each Gundam and can do amazing amounts of damage.

Combination attacks are used via a combination of the left analog stick and the ◉ , ▣ , △ and ✕. As they differ with each Gundam, feel free to try whatever you can think of. A good combination can mean the difference between victory and defeat.

Controls

Special Abilities

Each Gundam is a unique machine tailored towards the preferences of its pilot. In addition to their special weapons and mechanisms, each Gundam also possesses a special ability which you can use by pressing L2 . This will power your mobile suit up for a limited period of time and uses up a Skill Shield.

To find out what your Gundam's special ability does, check the following list:

Impact Break – Your Gundam won't be stunned or pushed back by any incoming attacks. Rush in and do some damage!
Overdrive: Long-Range Attack – Your guns cannot overheat as long as the ability is active. Also, enables continuous fire of the mobile suits' standard shot.
Overdrive: Thrusters – Your Gundam flies faster and its thrusters won't overheat.
Power Up: Short-Range Attack – Successful hits using the ◉ and △ buttons will inflict more damage.
Mobile Armor Mode – Found in only a few mobile suits, this turns your Gundam into a walking fortress, capable of dispensing a constant barrage of gunfire.
Mirage Colloid – Only the Blitz Gundam possesses this potent defensive ability, which renders it immune to damage from all attacks except throws.
Dragoon – The Providence Gundam is the sole wielder of Dragoons, small self-piloting independently-targeting laser cannons. While they're active, they'll fire at your opponent as you attack.
Beam-Projectile Neutralizer – Forbidden Gundam's special ability. All beam attacks that strike the Gundam are nullified.

On the battlefield, you'll need any advantage you can get. Choose your opportunities wisely, and press the attack with your special ability!

Ultimate Attacks

Each Gundam also has a special combat technique. These destructive maneuvers can turn the tide of a fight in an instant, laying waste to any opponent who's unlucky enough to be in their way. For all Gundams, your Ultimate Attack is activated by pressing ↓, →, + ◉ and △.

Your Gundam's type of Ultimate Attack is listed among its other moves. Using one uses up a Skill Shield, so if you're going to use one, make it count!

Controls

Dual Hyper Attack

In Time Trial mode, you and your partner have access to the devastating Dual Hyper Attack. This can reduce a Gundam to a smoking pile of parts in seconds, but it costs both you and your partner a Skill Shield. Dual Hyper attack can also be used in Mission Mode, in missions where there are four Gundams fighting simultaneously.

With your Gundam facing right, press ⬇, ➡, ⬇, ➡ + ▣, to fire a special beam. If it hits, the Dual Hyper Attack is activated. You'll switch to a first-person view and target your airborne opponent. Aim with the gunsight and press ▣ to fire. When both sights converge on the target, your shots will do a lot more damage.

The Dual Hyper Attack ends after a set period of time.

Power Gauge

When you use your thrusters or beam weaponry, it consumes some of your Gundam's available power. This is indicated on-screen by the Power Gauge. When the gauge is at zero you cannot use thrusters or beam weapons until it has the chance to recharge.

Real-Time Programming

When you press the SELECT button during a battle you enter Real-time Programming mode, which allows you to modify and improve the operating system of your mobile suit. You do so by entering various commands with the ◉, ▣, ▲ and ✕, which will grow more difficult as you continue to upgrade your Gundam.

Choose your opportunities wisely. While you're programming your Gundam, you cannot move or attack. If you're attacked while you're programming, the program will fail.

Why Upgrade Your OS?

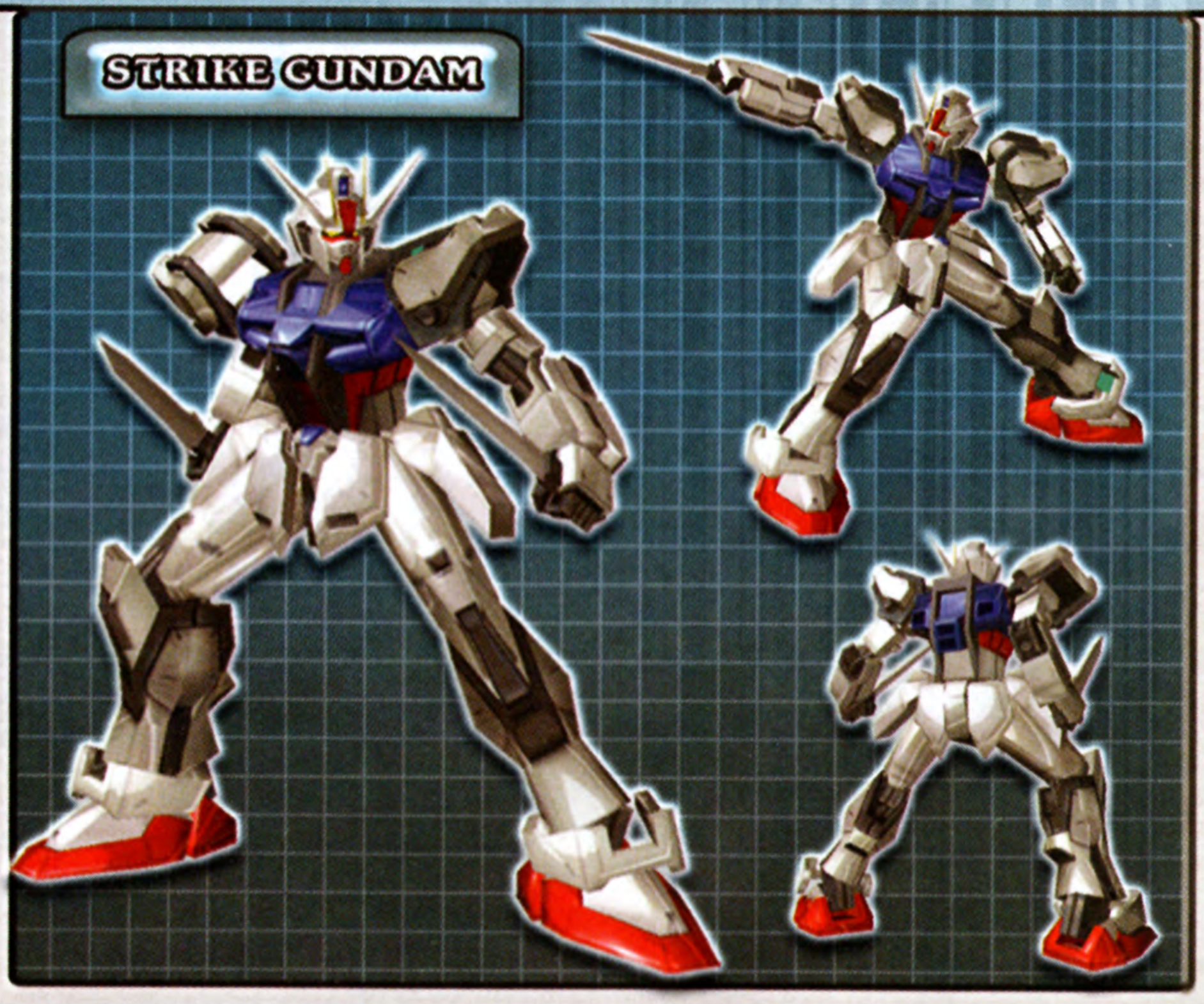
Each time you successfully upgrade your Gundam's system via programming, you'll improve your mobile suit's capabilities.

Ver. 0: Normal (default setting)
Ver. 1: Strong attack upgrade (increases the number of hits dealt by strong attacks)
Ver. 2: Shot upgrade (your guns' power increases)
Ver. 3: Thrusters upgrade (they will take longer to overheat)
Ver. 4-9: You'll regenerate a small amount of lost BA and/or AMR.

You can try to program your Gundam as often as you want, but there are no upgrades after Ver. 9.

Characters

STRIKE GUNDAM



Move Names	Commands	Type
Hard Thrust	← + ◎	Ground
Diving Thrust	→ + ◎	Aerial
Knife Spin	↓ + ◎	Aerial
Knife Driver	↓→ + ◎	Ground/Aerial
Knife Rush	↓← + ◎	Ground
Knife Uppercut	→↓→ + ◎	Ground
Combination A	△ / △ / ◎	Ground
Combination B	↓ + △ / ↓ + △	Ground
Combination C	◎ / ↑ + ◎ / → + ◎	Ground
Combination D	↓ + ◎ / ← + ◎ / → + ◎	Ground
Combination E	△ / △ / △	Aerial
Combination F	→ ◎ / → ◎	Aerial
Combination G	↓ ◎ / ↓ ◎	Aerial
Combination H	◎ / ↓ ◎ / → ◎	Aerial
Hyper Knife Strike	↓→ + (△ + ◎)	Ultimate Attack – Ground
Power-Up: Short Range Attack	L2	Special Ability – Ground

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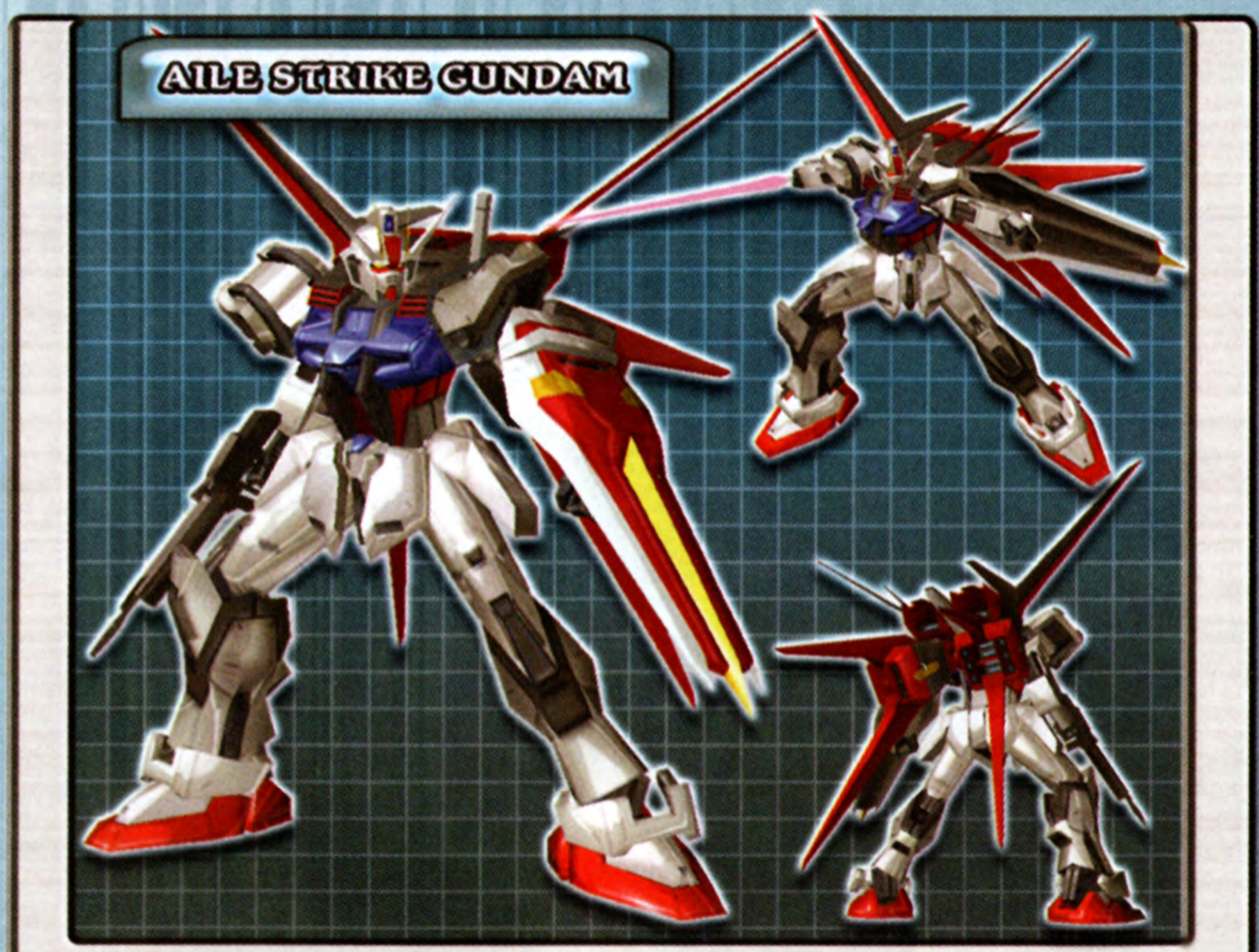
Characters



Move Names	Commands	Type
Somersault Kick	↑ + △	Aerial
Saber Dive	↓ + ○	Aerial
Saber Wave	↓→ + ○	Ground/Aerial
Saber Rush	↓← + ○	Ground
Saber Hurricane	→↓→ + ○	Ground
Combination A	△ / △ / ○	Ground
Combination B	↓ + △ / ↓ + △	Ground
Combination C	○ / ← + ○ / → + ○	Ground
Combination D	△ / △ / △	Aerial
Combination E	○ / ← + ○ / → + ○	Aerial
Hyper Saber Rush	↓→ + (△ + ○)	Ultimate Attack – Ground
Thrusters	L2	Special Ability – Ground

***Assumes character on left of screen.**

Characters

SWORD STRIKE GUNDAM

Move Names	Commands	Type
High-Low Thrust	→ + ◎	Ground
Somersault Kick	↑ + △	Aerial
Sword Dive	↓ + ◎	Aerial
High Slash	↑ + ◎	Aerial
Driving Thrust	↓→ + (△ or ◎)	Ground
Cyclone Slash	↓← + ◎	Ground
Double Slash	→↓→ + (△ or ◎)	Ground
Combination A	△ / △ / ◎	Ground
Combination B	↓ + △ / ↓ + △	Ground
Combination C	◎ / ← + ◎ / → + ◎	Ground
Combination D	↓ + ◎ / ↑ + ◎	Ground
Combination E	△ / △ / △	Aerial
Hyper Slash	↓→ + (△ + ◎)	Ultimate Attack – Ground
Impact Break	L2	Special Ability – Ground

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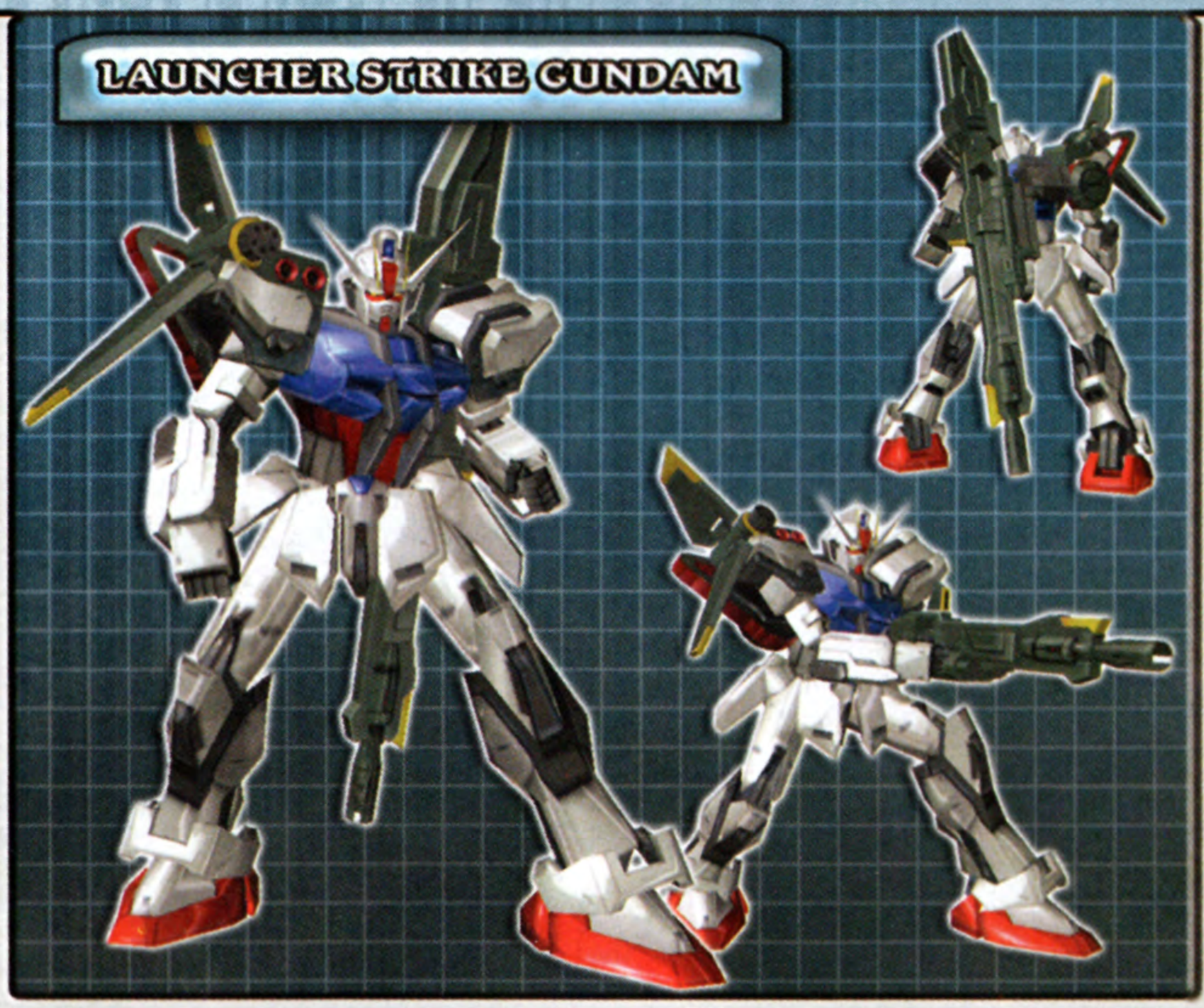
Characters

LAUNCHER STRIKE GUNDAM



Move Names	Commands	Type
Missiles (low angle)	↓ + ◎	Ground
Missiles (anti-air)	↑ + ◎	Ground
Missiles (low angle)	↓ + ◎	Aerial
Cannon (longer duration)	↓→ + ▣	Ground/Aerial
Sweep	↓→ + △	Ground
Evade-Kick Combo	↓← + △, then △	Ground
Combination A	△ / △ / ◎	Ground
Combination B	↓ + △ / ↓ + △	Ground
Combination C	△ / △ / △	Aerial
Agni Impulse Cannon	↓→ + (△ + ◎)	Ultimate Attack – Ground
Overdrive: Standard Shot	L2	Special Ability – Ground

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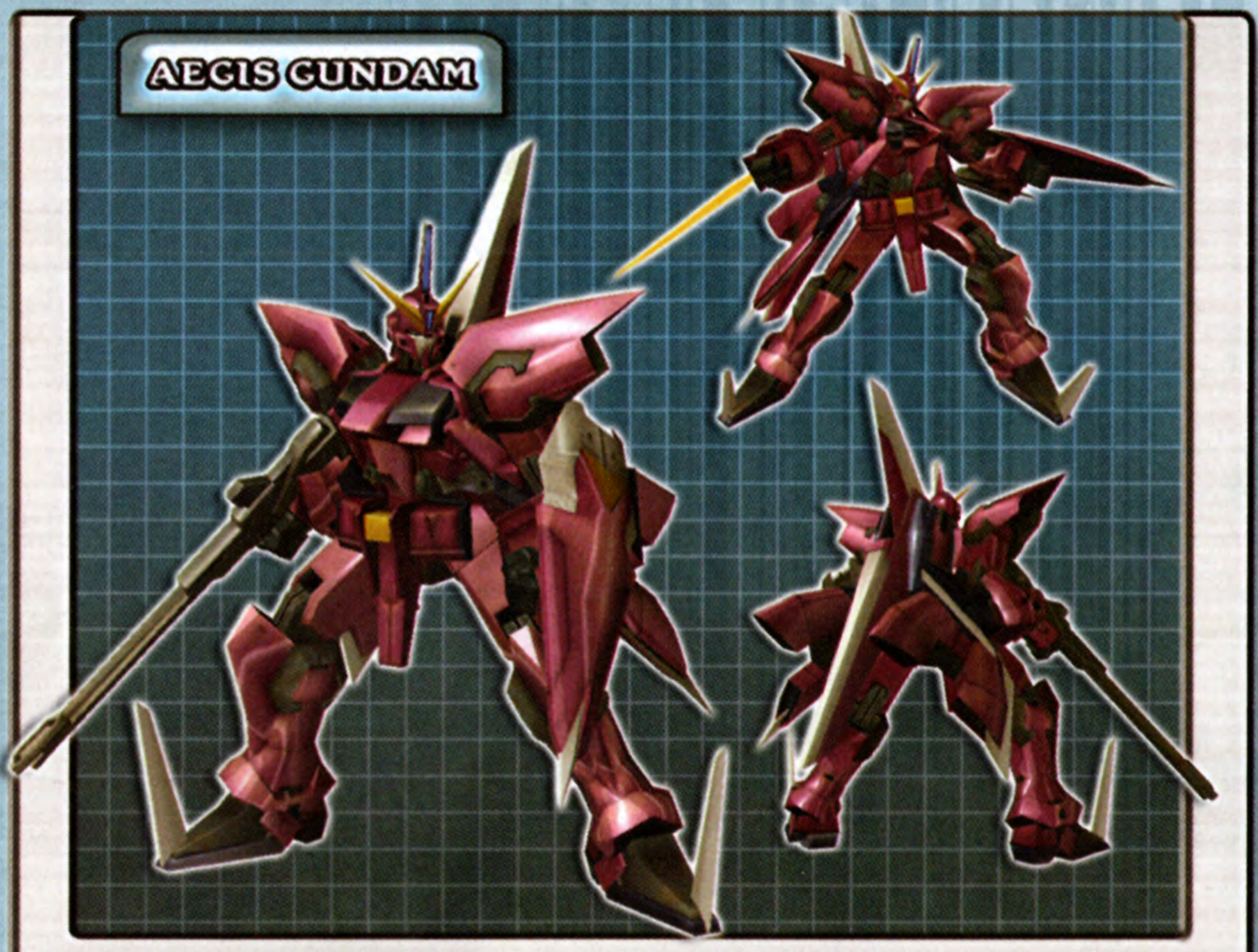
Characters



Move Names	Commands	Type
Stomp	↓ + △	Aerial
MA Attack	↓→ + (△ or ○)	Ground/Aerial
Saber Uppercut	→↓→ + (△ or ○)	Ground
Saber Spin	↓← + ○	Ground
Combination A	△ / △ / △ / ← + △	Ground
Combination B	↓ + △ / ↓ + ○	Ground
Combination C	○ / ○ / ↑ + ○ / → + ○	Ground
Combination D	△ / △ / ↑ + △	Ground
Combination E	○ / ○ / ← + ○ / ↑ + ○	Ground
Combination F	↓ + ○ / ↑ + ○	Ground
Combination G	↓ + ○ / ↓ + ○	Ground
Combination H	○ / → + ○ / ↑ + ○	Aerial
Scylla Energy Cannon	↓→ + (△ + ○)	Ultimate Attack – Ground
Mobile Armor Mode	L2	Special Ability – Ground

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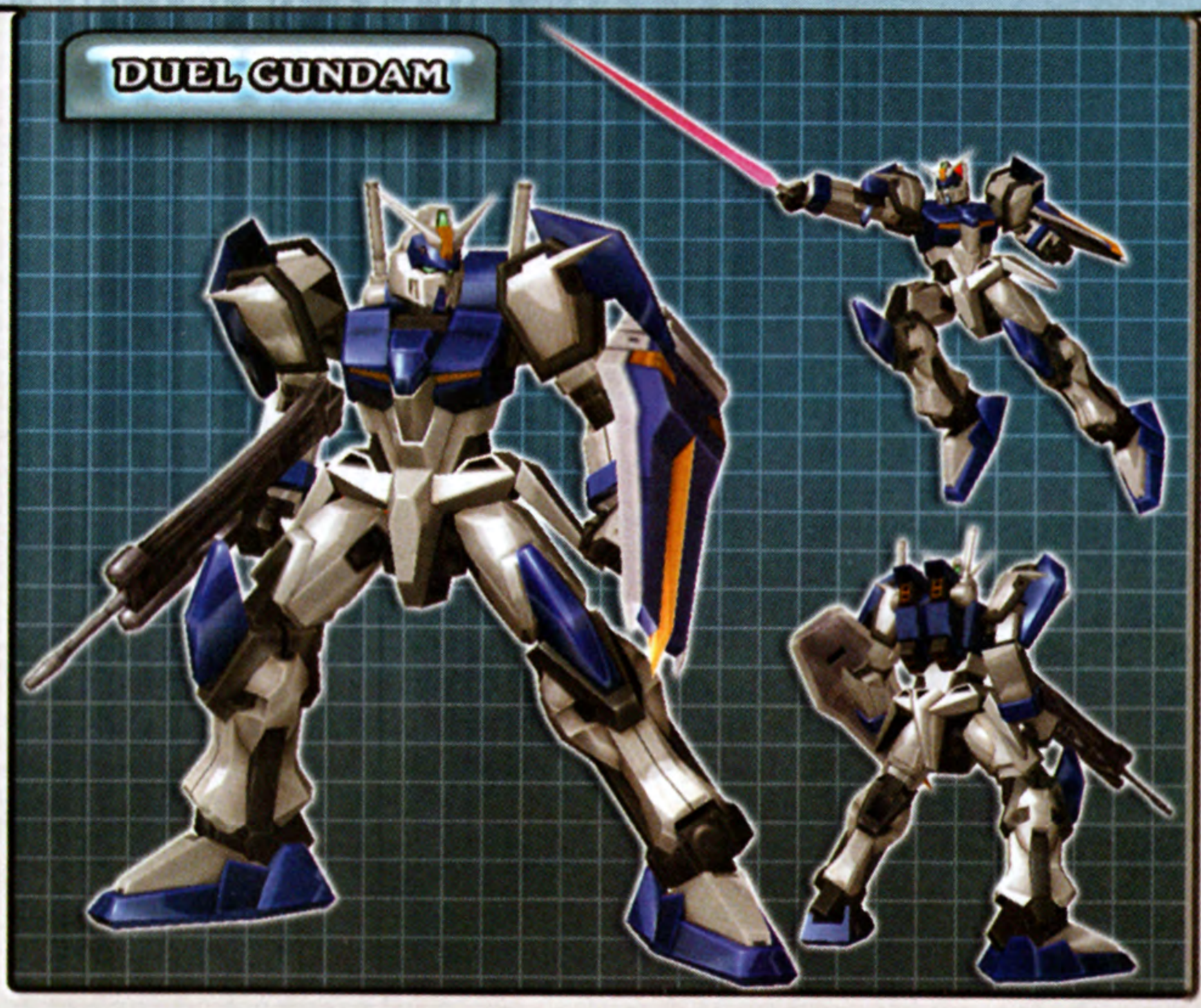
Characters

DUEL GUNDAM



Move Names	Commands	Type
Roundhouse Kick	→ + △	Ground
Dash Slash	→ + ○	Ground
High Slash	↑ + ○	Ground
Combination Slash	(↓→ + ○) 3X	Ground
Shield Uppercut	→↓→ + (○)	Ground
Charging Slash	↓← + (△ or ○)	Ground
Napalm Shot	↓→ + □	Ground
Combination A	△ / △ / △	Ground
Combination B	↓ + △ / ↓ + △ / → + △ / → + ○	Ground
Combination C	→ + △ / → + △ / ○	Ground
Combination D	→ + ○ / → + ○ / → + ○	Ground
Double Saber Rush	↓→ + (△ + ○)	Ultimate Attack – Ground
Power Up: Short-Range Attack	L2	Special Ability – Ground

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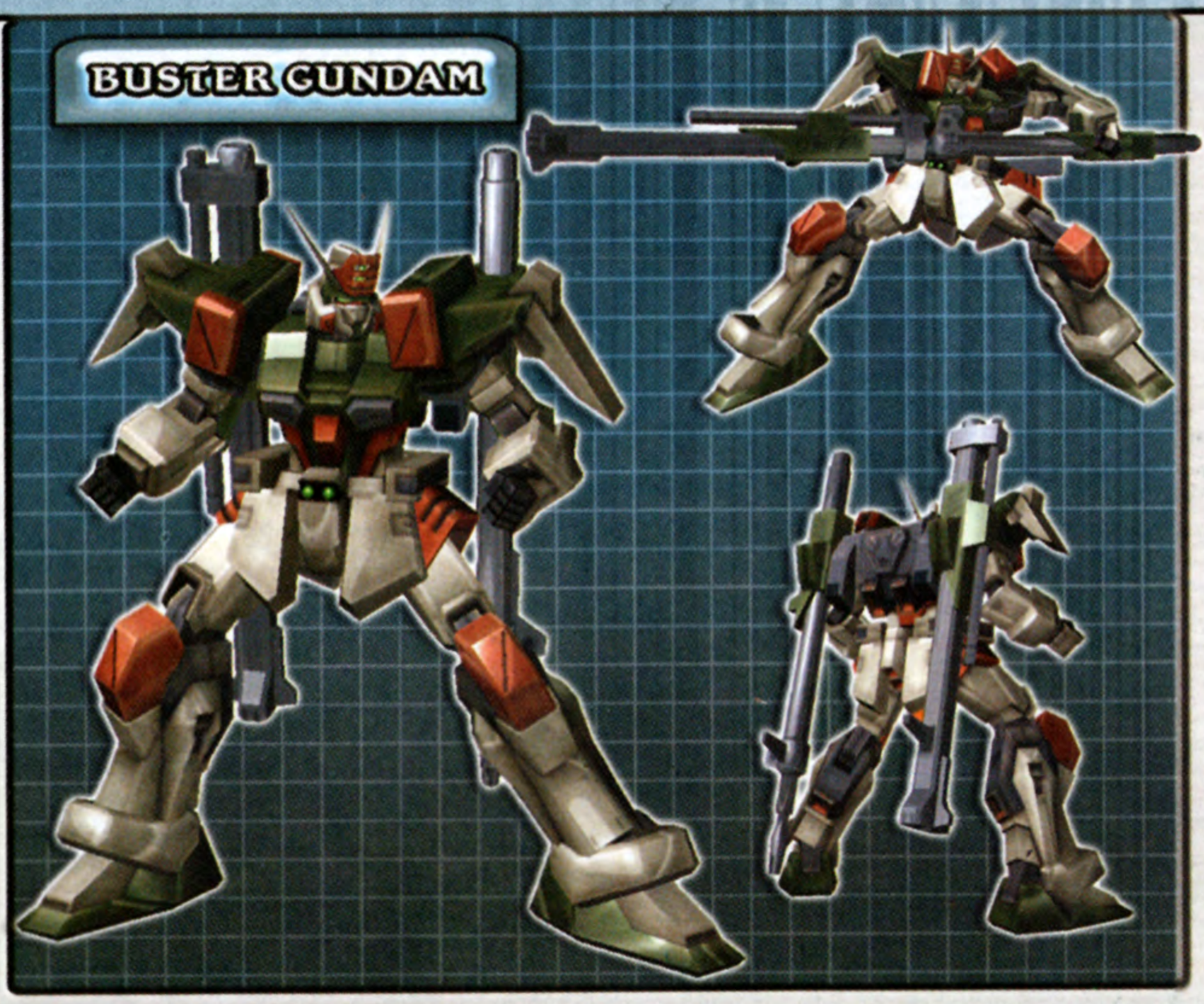
Characters

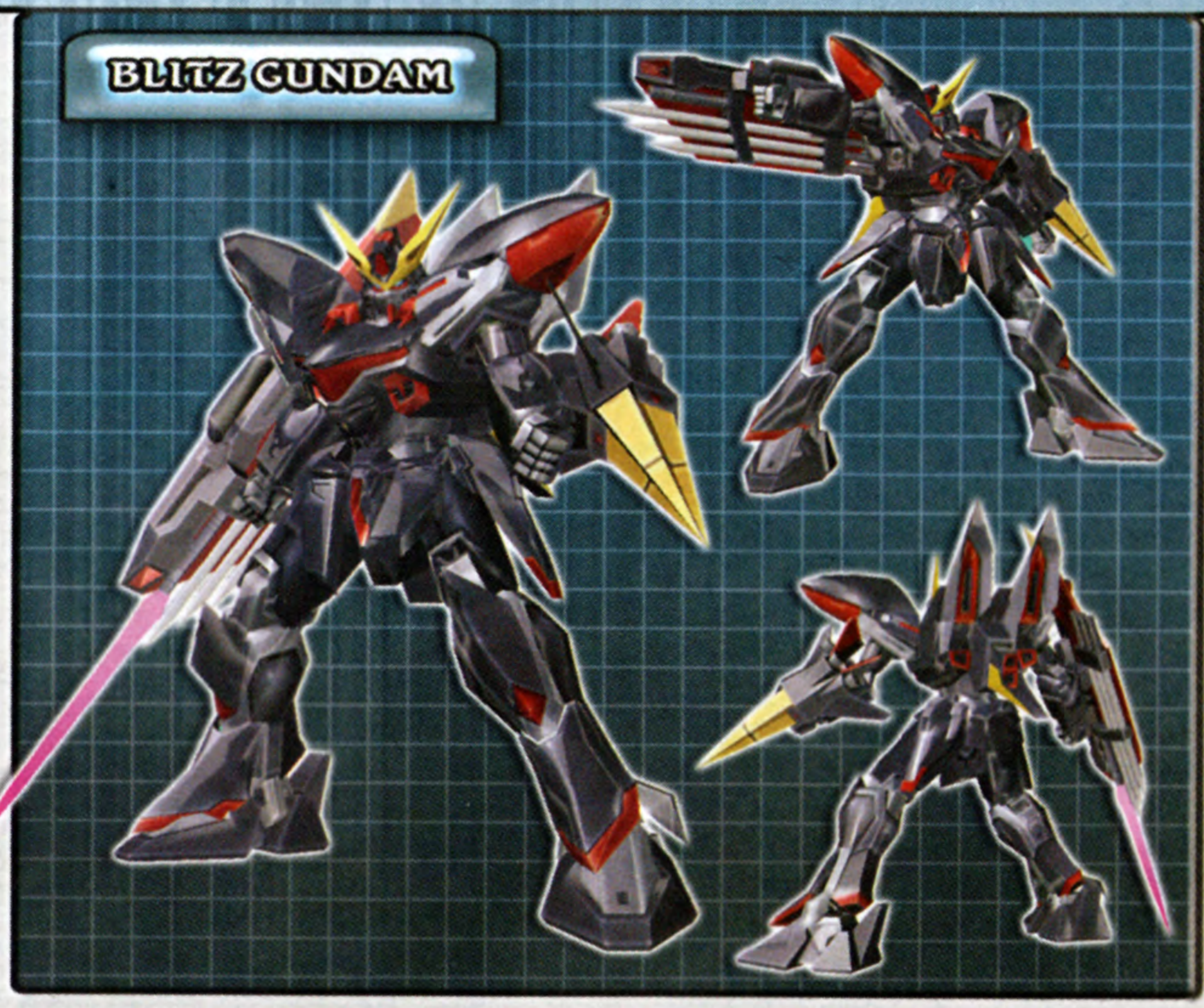


Move Names	Commands	Type
Backhand	← + △	Ground
Dash Kick	← + ○	Ground
Antiair Missiles	↑ + ○	Ground
Double Shot	↓→ + □	Ground/Aerial
Missiles	→↓→ + □	Ground
Docking Shot 1	←↓→ + □	Ground
Docking Shot 2	→↓← + □	Ground
Rush	↓→ + ○	Ground
Combination A	△ / △ / ↑ + △	Ground
Combination B	○ / ○ / ↑ + ○	Ground
Combination C	○ / ○ / ↓ + ○	Ground
Combination D	↓ + ○ / ↓ + ○	Aerial
Barrage Fire	↓→ + (△ + ○)	Ultimate Attack – Ground
Overdrive: Long-Range Attack	L2	Special Ability – Ground

***Assumes character on left of screen.**

Characters

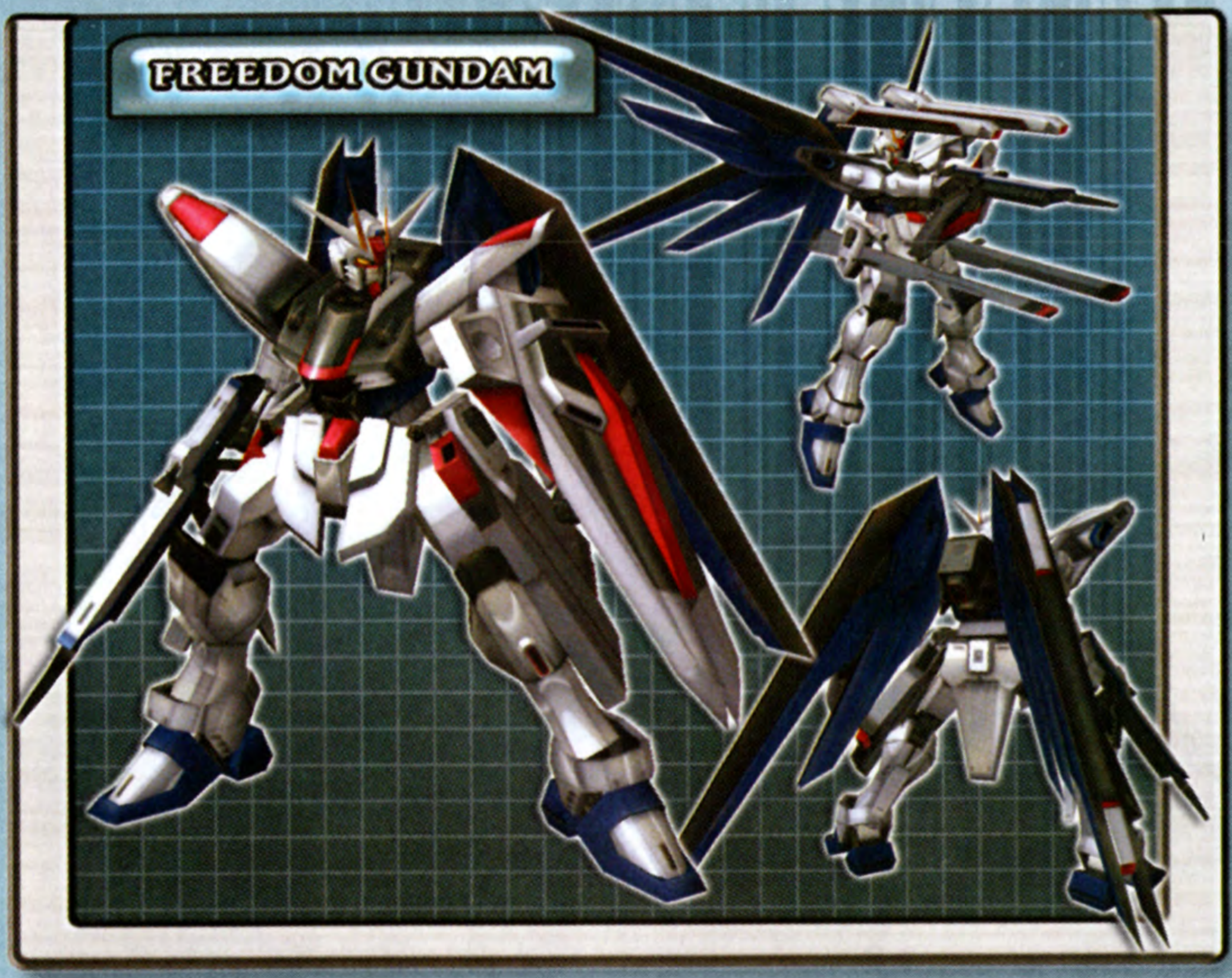
BLITZ GUNDAM



Move Names	Commands	Type
High Slash	↑ + ◎	Ground
Gleipnir (closed)	↓→ + △	Ground/Aerial
Gleipnir (open)	↓→ + ◎	Ground/Aerial
Gleipnir (high)	→↓→ + ◎	Ground
Lancer Dart	↓← + ◎	Ground
Combination A	△ / △ / ← + △ / → + △	Ground
Combination B	◎ / → + ◎ / ↑ + ◎	Ground
Combination C	△ / △ / △	Aerial
Combination D	◎ / ↓ + ◎	Aerial
Hyper Gleipnir	↓→ + (△ + ◎)	Ultimate Attack – Ground
Mirage Colloid	L2	Special Ability – Ground

***Assumes character on left of screen.**

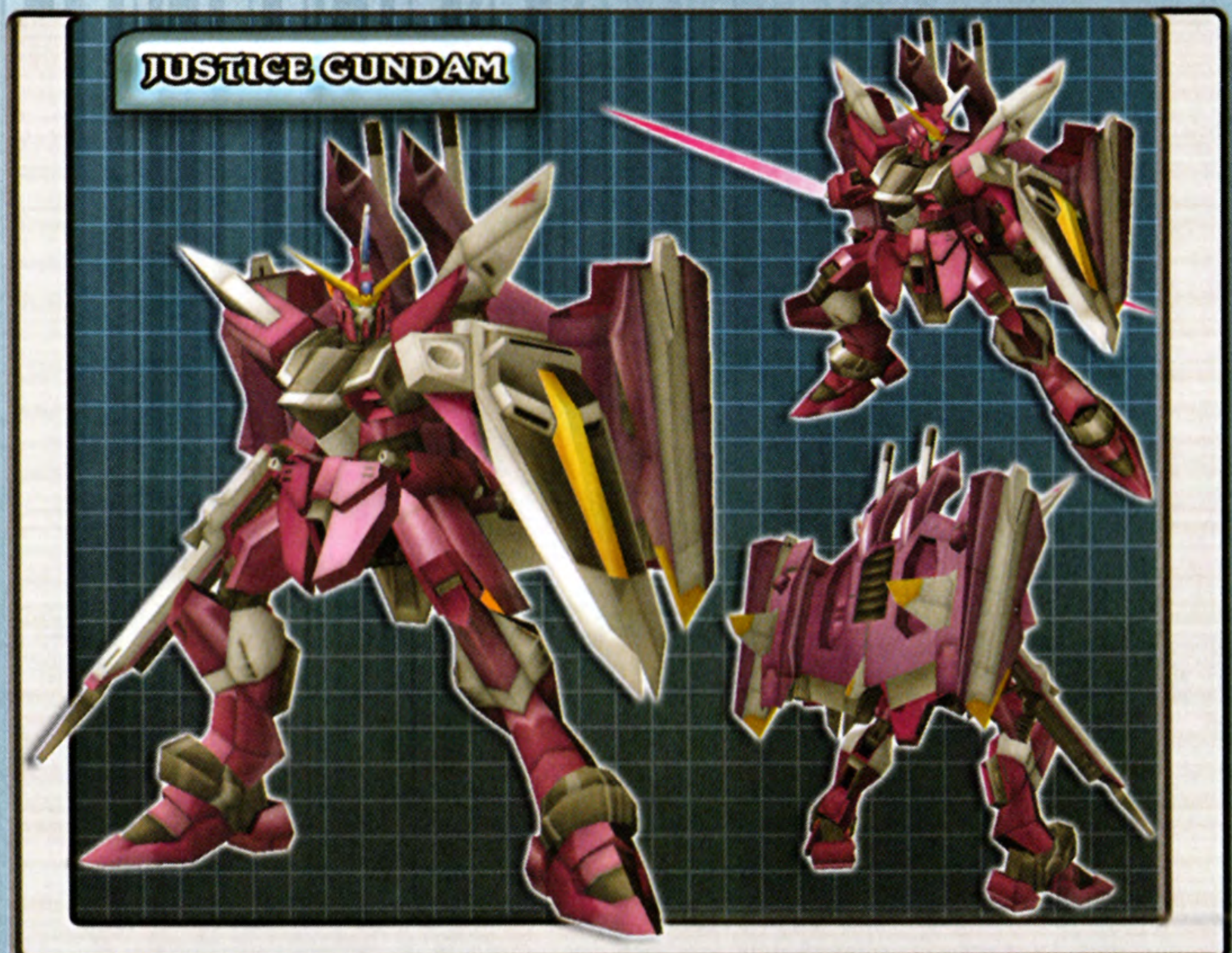
Characters



Move Names	Commands	Type
Somersault Kick	↑ + △	Ground/Aerial
Saber Dive	↓ + ○	Aerial
Saber Wave	↓→ + ○	Ground/Aerial
Booster Thrust	↓← + ○	Ground/Aerial
Saber Hurricane	→↓→ + ○	Ground
Xiphias Railgun	↓→ + □	Ground/Aerial
Combination A	△ / △ / ↑ + △ / ↑ + △	Ground
Combination B	↓ + △ / ↓ + △	Ground
Combination C	○ / ↓ + ○ / ↑ + ○ / → + ○	Ground
Combination D	○ / ↓ + ○ / ↑ + ○ / ↑ + ○	Ground
Combination E	△ / △ / → + △	Aerial
Combination F	△ / ↓ + △	Aerial
Combination G	△ / △ / ↓ + △	Aerial
Combination H	○ / ← + ○ / → + ○ / ← + ○	Aerial
Combination I	○ / ↓ + ○ / ↓ + ○	Aerial
Multibeam Shot	↓→ + (△ + ○)	Ultimate Attack – Ground
Overdrive: Thrusters	L2	Special Ability – Ground

***Assumes character on left of screen.**

Characters

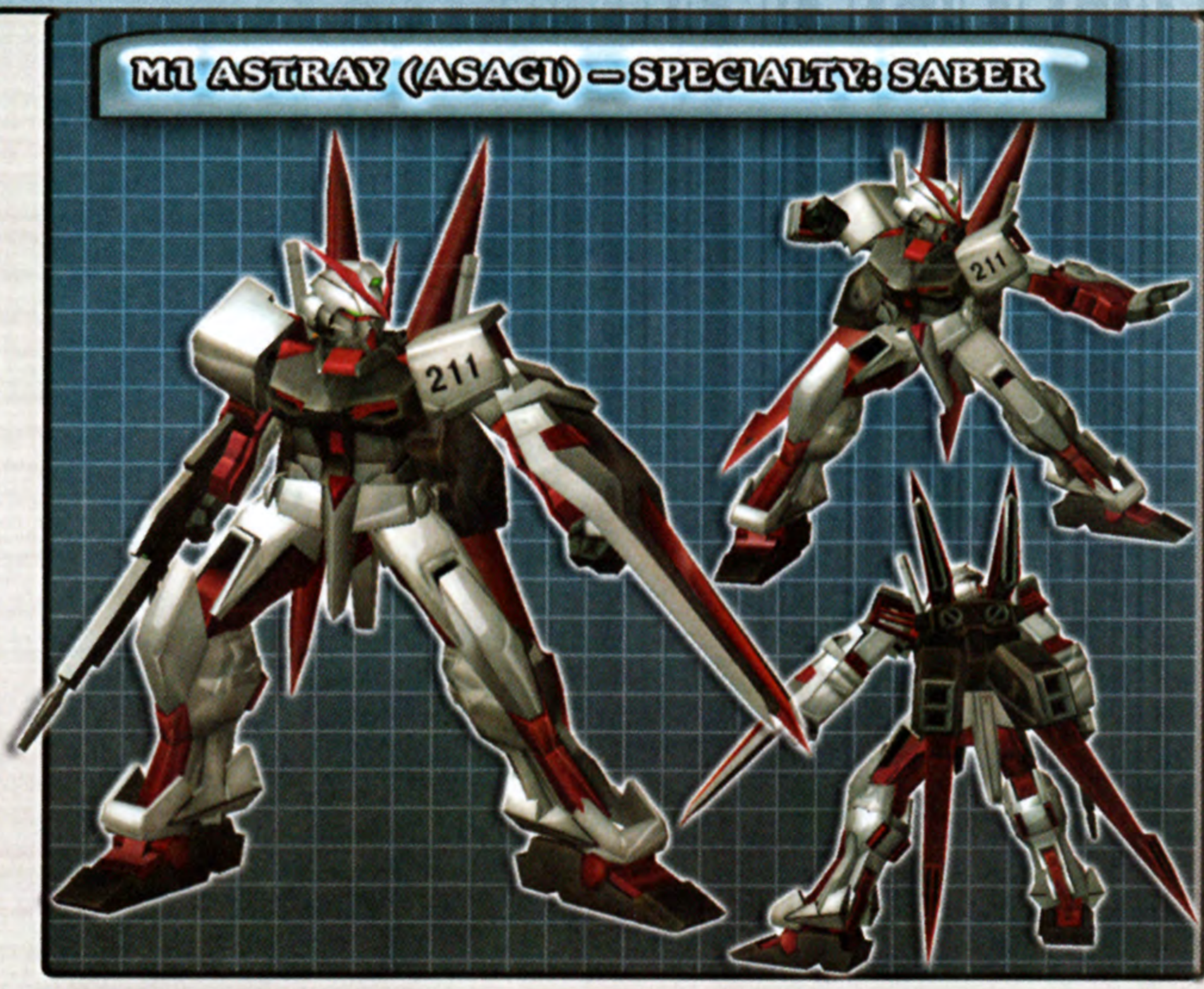


Move Names	Commands	Type
Saber Dive	↓ + ◎	Aerial
High Slash	↓→ + ◎	Ground
Booster Thrust	↓← + ◎	Ground/Aerial
Saber Uppercut	→↓→ + ◎	Ground
Fatum 00	↓→ + ▣	Ground/Aerial
Beam Boomerang	→↓← + ▣	Ground/Aerial
Combination A	△ / △ / → + △ / ← + △	Ground
Combination B	↓ + △ / ↓ + △	Ground
Combination C	◎ / ↓ + ◎ / ↑ + ◎ / ← + ◎	Ground
Combination D	◎ / ↓ + ◎ / ↑ + ◎ / → + ◎	Ground
Combination E	△ / △ / → + △	Aerial
Combination F	◎ / ← + ◎ / → + ◎ / ↑ + ◎	Aerial
Spear Rush	↓→ + (△ + ◎)	Ultimate Attack – Ground
Mobile Armor Mode	L2	Special Ability – Ground

***Assumes character on left of screen.**

Characters

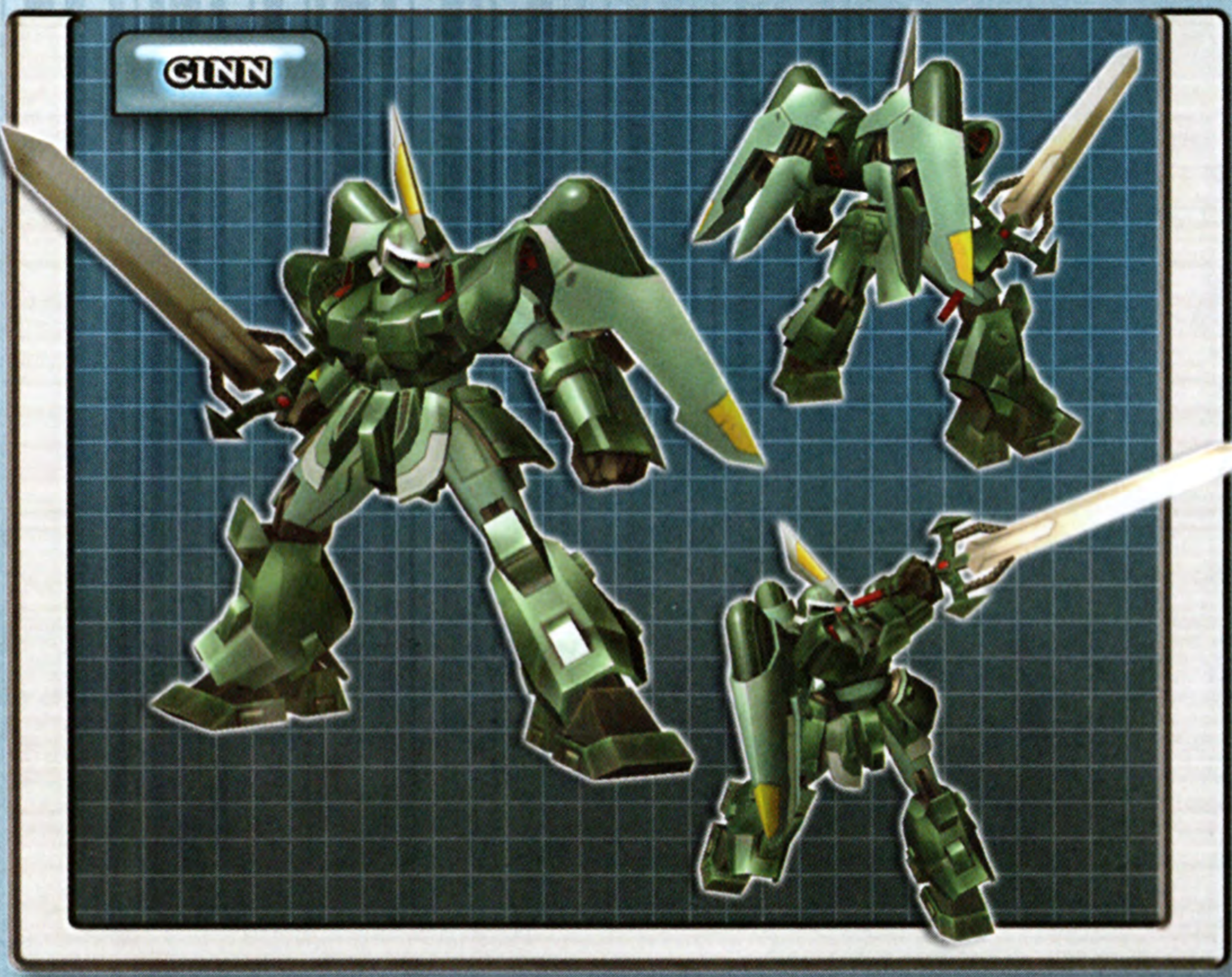
M1 ASTRAY (ASAGI) – SPECIALTY: SABER



Move Names	Commands	Type
Diving Strike	↓ + ◎	Aerial
Saber Wave	↓→ + ◎	Ground
Triple Thrust	↓← + ◎	Ground
Saber Tornado	→↓→ + ◎	Ground
Combination A	△ / △ / △ / ↑ + ◎	Ground
Combination B	↓ + △ / ↓ + △	Ground
Combination C	◎ / ◎ / ← + ◎ / → + ◎	Ground
Combination D	◎ / ◎ / ↑ + ◎ / ↓ + ◎	Ground
Combination E	↓ + ◎ / ↓ + ◎	Ground
Combination F	◎ / ◎	Aerial
Hyper Saber Rush	↓→ + (△ + ◎)	Ultimate Attack – Ground
Overdrive: Thrusters	L2	Special Ability – Ground

***Assumes character on left of screen.**

Characters

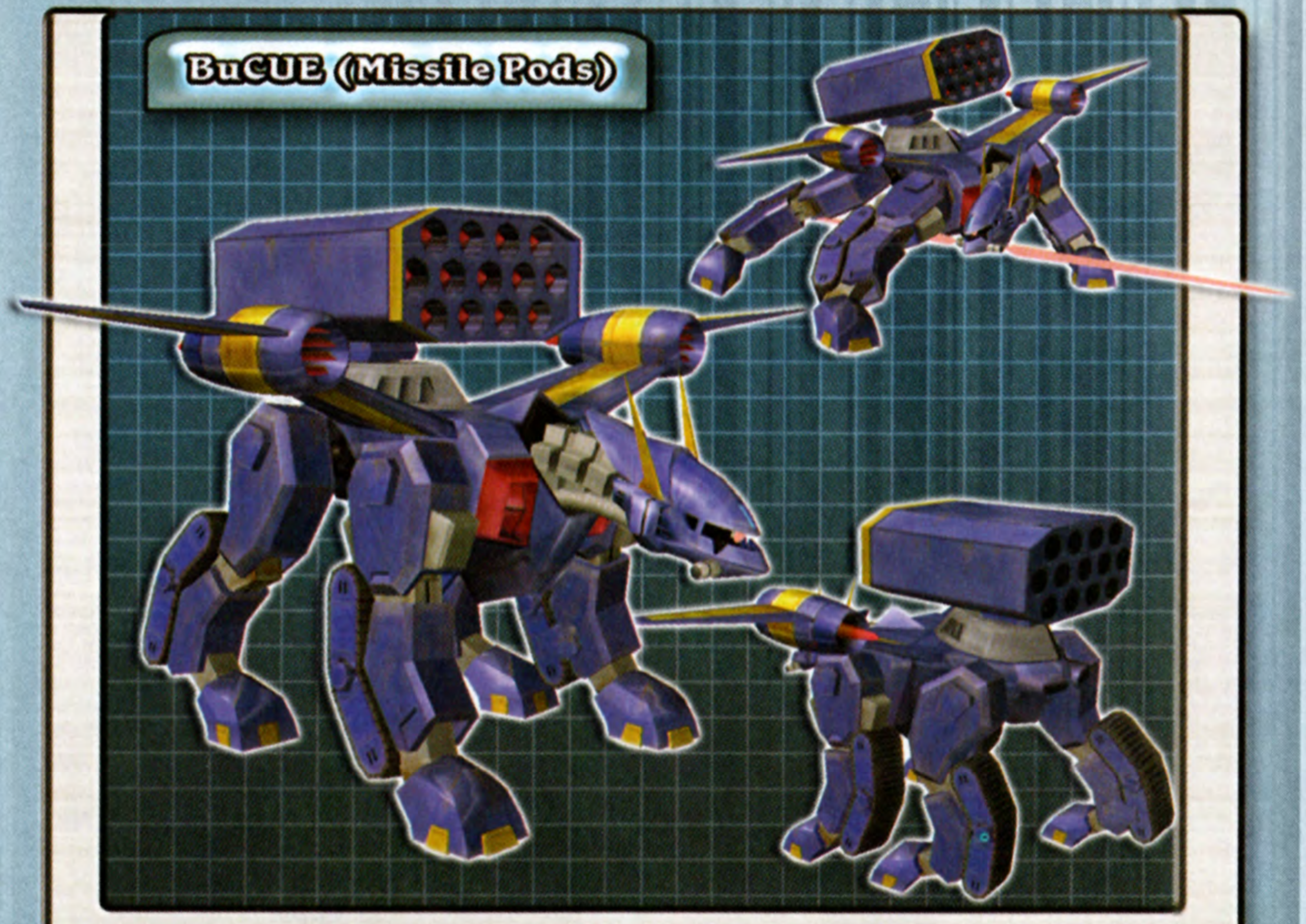


Move Names	Commands	Type
Uppercut	↑ + △	Ground
Side Kick	← + ○	Ground
Blade Thrust (mid)	↓→ + ○	Ground
Blade Thrust (low)	↓→ + △	Ground
Jump Slash	→↓→ + (△ or ○)	Ground
Combination A	△ / △ / ○ / ○	Ground
Combination B	△ / △ / △ / ○	Ground
Combination C	↓ + △ / ↓ + △ / ↓ + ○	Ground
Combination D	↓ + △ / ↓ + △ / ↓ + △ / ↓ + ○	Ground
Power Blade	↓→ + (△ + ○)	Ultimate Attack – Ground
Impact Break	L2	Special Ability – Ground

***Assumes character on left of screen.**

Characters

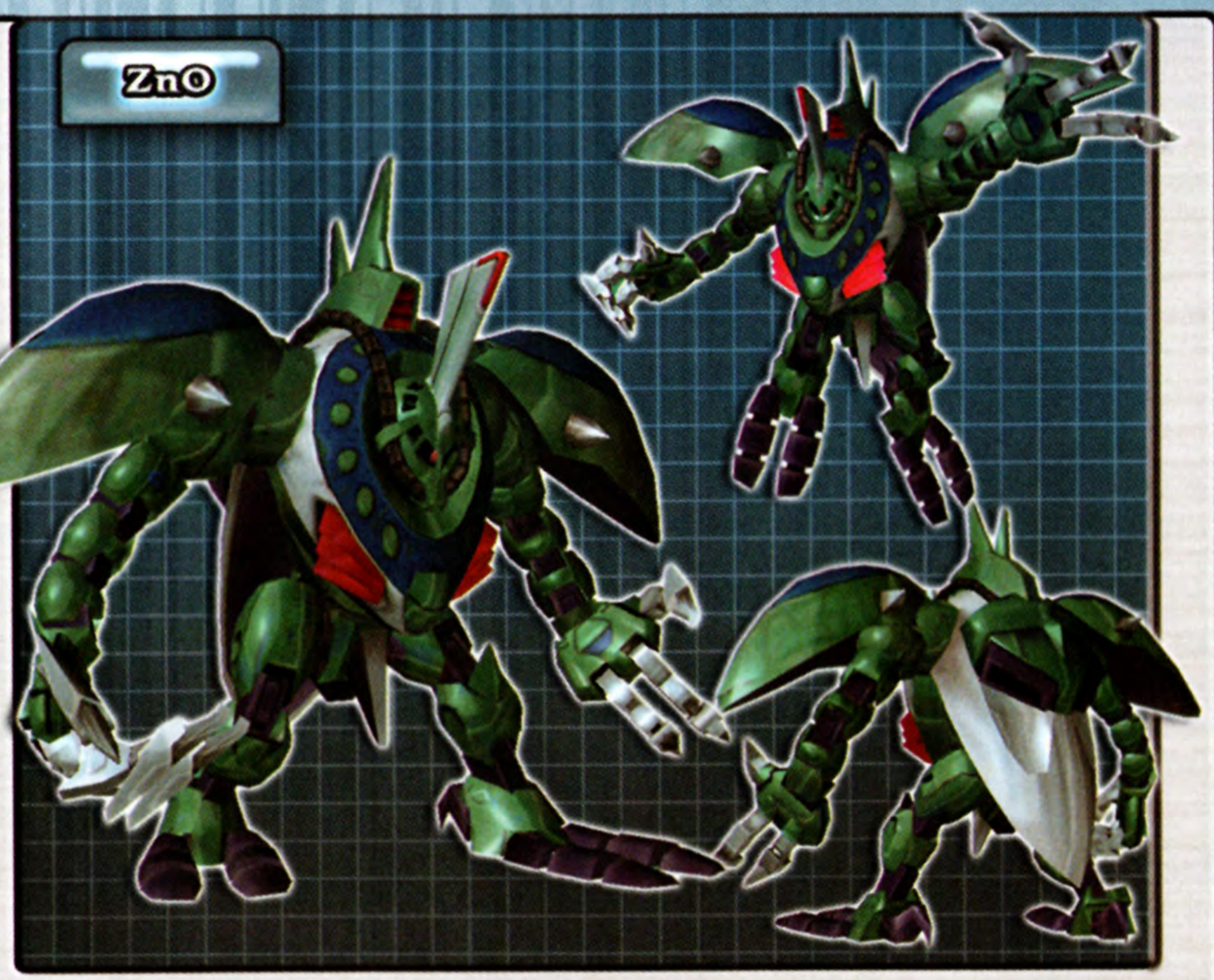
BuCUE (Missile Pods)



Move Names	Commands	Type
Back Kick	← + △	Ground
Leaping Slash	→ + ○	Ground
Chopper Kick	↓ + △	Aerial
Saber Dive	↓ + ○	Aerial
Dash Combo	↓→ + ○	Ground
Missiles	↓→ + □	Ground
Slider	←↓→ + △	Ground
Combination A	△ / △	Ground
Combination B	↓ + △ / ↓ + △	Ground
Combination C	↓ + ○ / ↑ + ○	Ground
Missile Strike	↓→ + (△ + ○)	Ultimate Attack – Ground
Power Up: Short-Range Attack	L2	Special Ability – Ground

***Assumes character on left of screen.**

Characters



Move Names	Commands	Type
Whirl Strike	➡ + △	Ground
Torpedoes	⬅ + ◎	Ground
Thrust	➡ + ◎	Ground
Shoulder Dive	⬇ + △	Aerial
Cyclone	⬆ + ◎	Aerial
Drillmixer	⬇ + ◎	Aerial
Rush	⬇➡ + (△ or ◎), then press △ or ◎ in midair to dive	Ground/Aerial
Combo Torpedoes	⬇➡ + ▣	Ground
Power Grapple	➡⬇➡ + ◎	Ground
Combination A	△ / △	Ground
Combination B	△ / ➡ + ◎	Ground
Combination C	◎ / ➡ + ◎	Ground
Combination D	⬇ + △ / ⬇ + △ / ➡ + △	Ground
Combination E	⬇ + △ / ⬇ + △ / ⬇ + ◎	Ground
Combination F	⬇ + ◎ / ⬆ + ◎	Ground
Rampage Claws	⬇➡ + (△ + ◎)	Ultimate Attack – Ground
Impact Break	L2	Special Ability – Ground

***Assumes character on left of screen.**

Notes

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Language
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